

Computational Cosmology

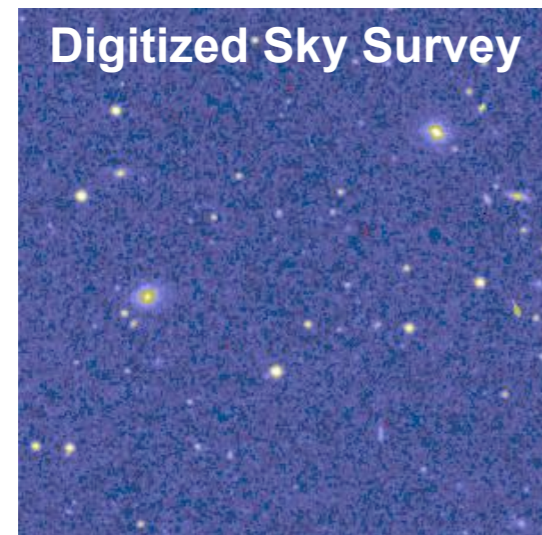
Katrin Heitmann

DOE HEP/ASCR Exascale Requirements Review

June 10, 2015

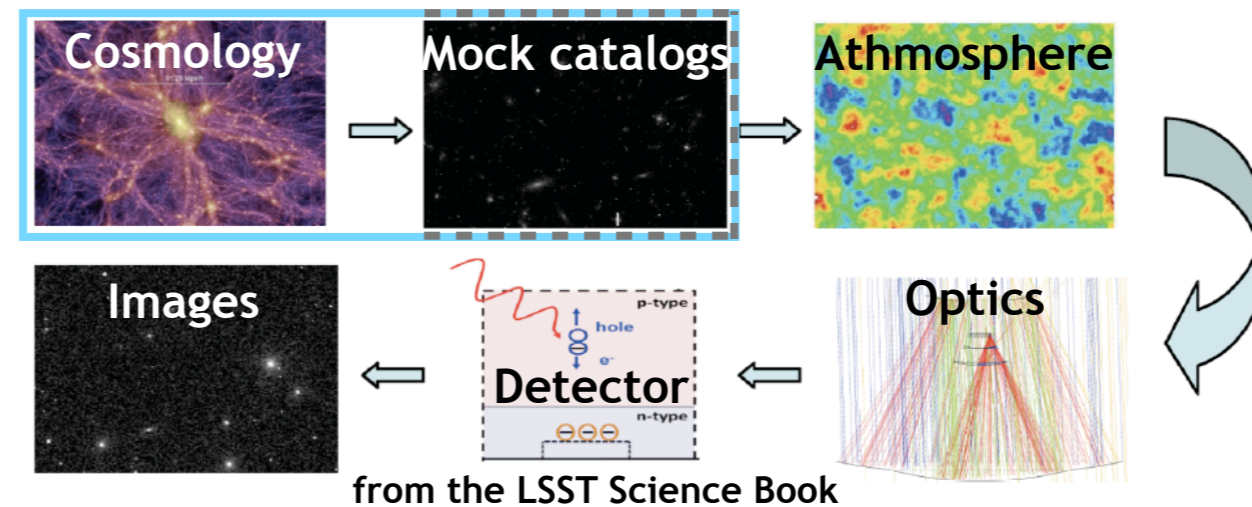
Roles of Cosmological Simulations in DE Survey Science

Past

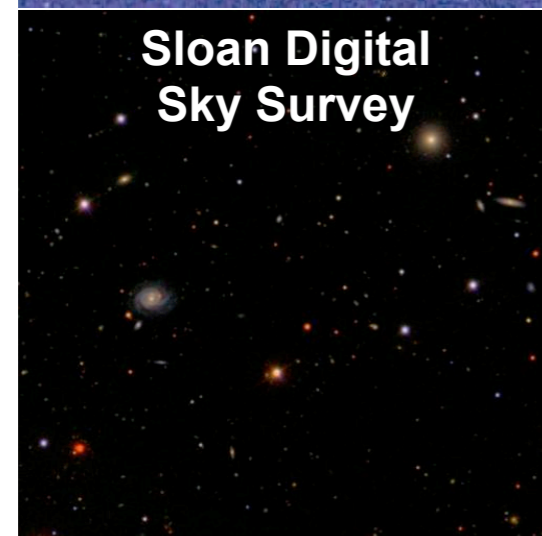


(1) Cosmology simulations and the survey

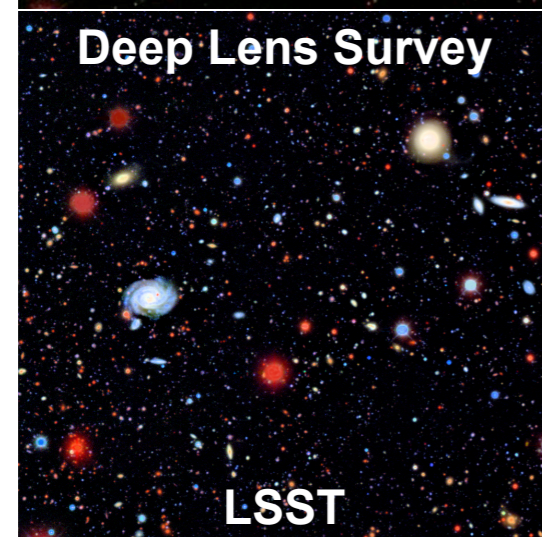
- First part of end-to-end simulation
- Control of systematics



Present



Future

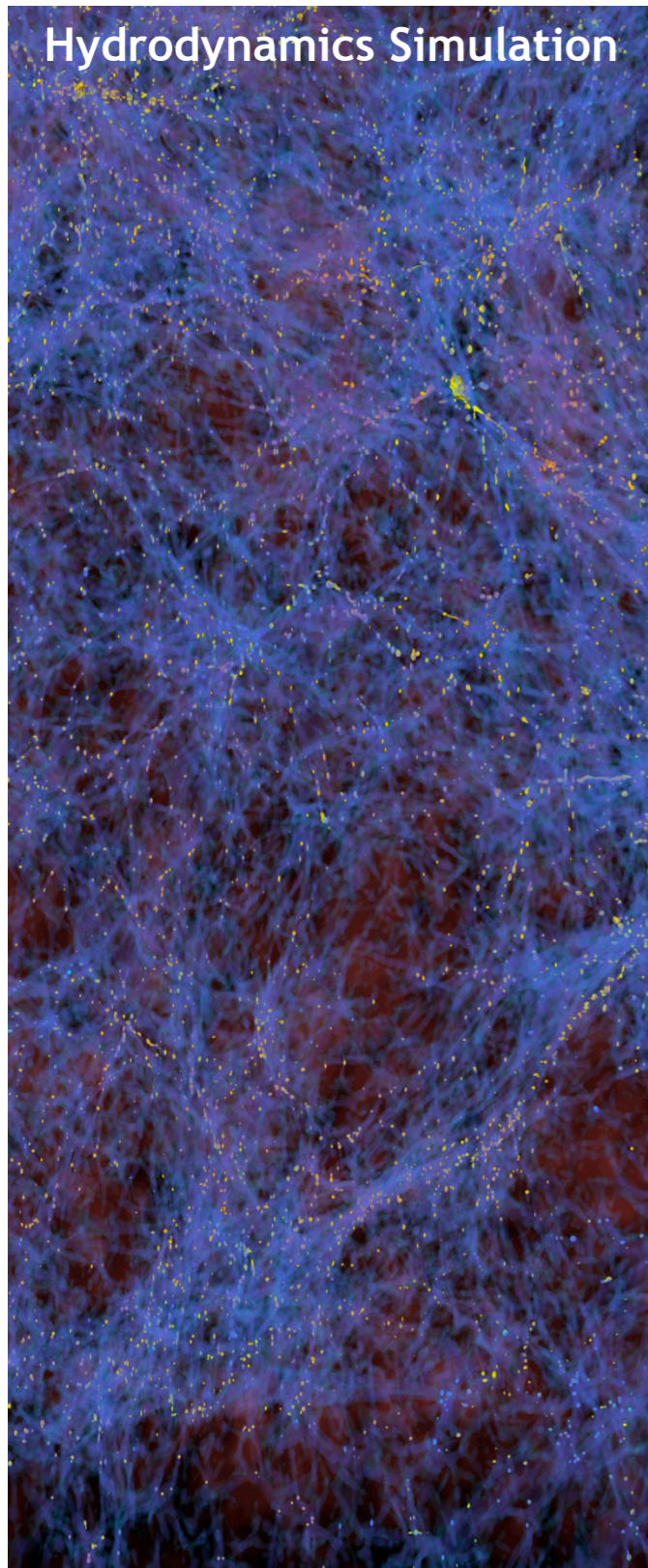


(2) Solving the Inverse Problem

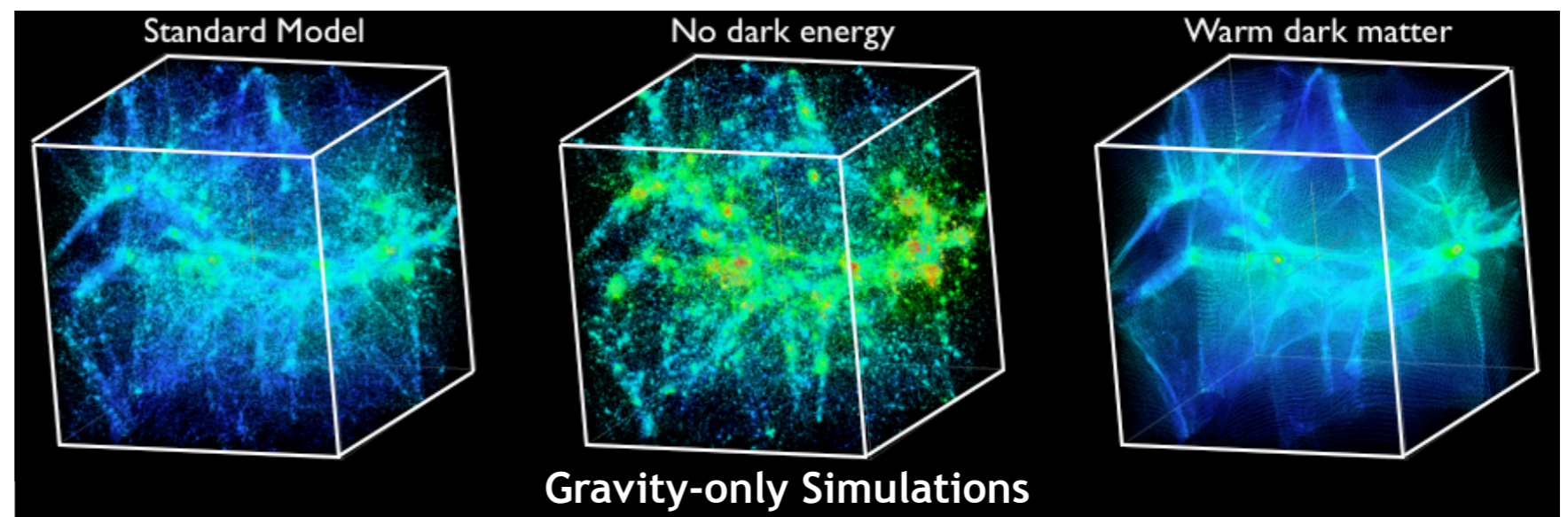
- Exploring fundamental physics
- Fast, very accurate predictions tools (emulators) for physics and observables of interest
- Astrophysical systematics, e.g. baryonic effects
- Predictions for covariances

Gravity-only and Hydrodynamics Simulations

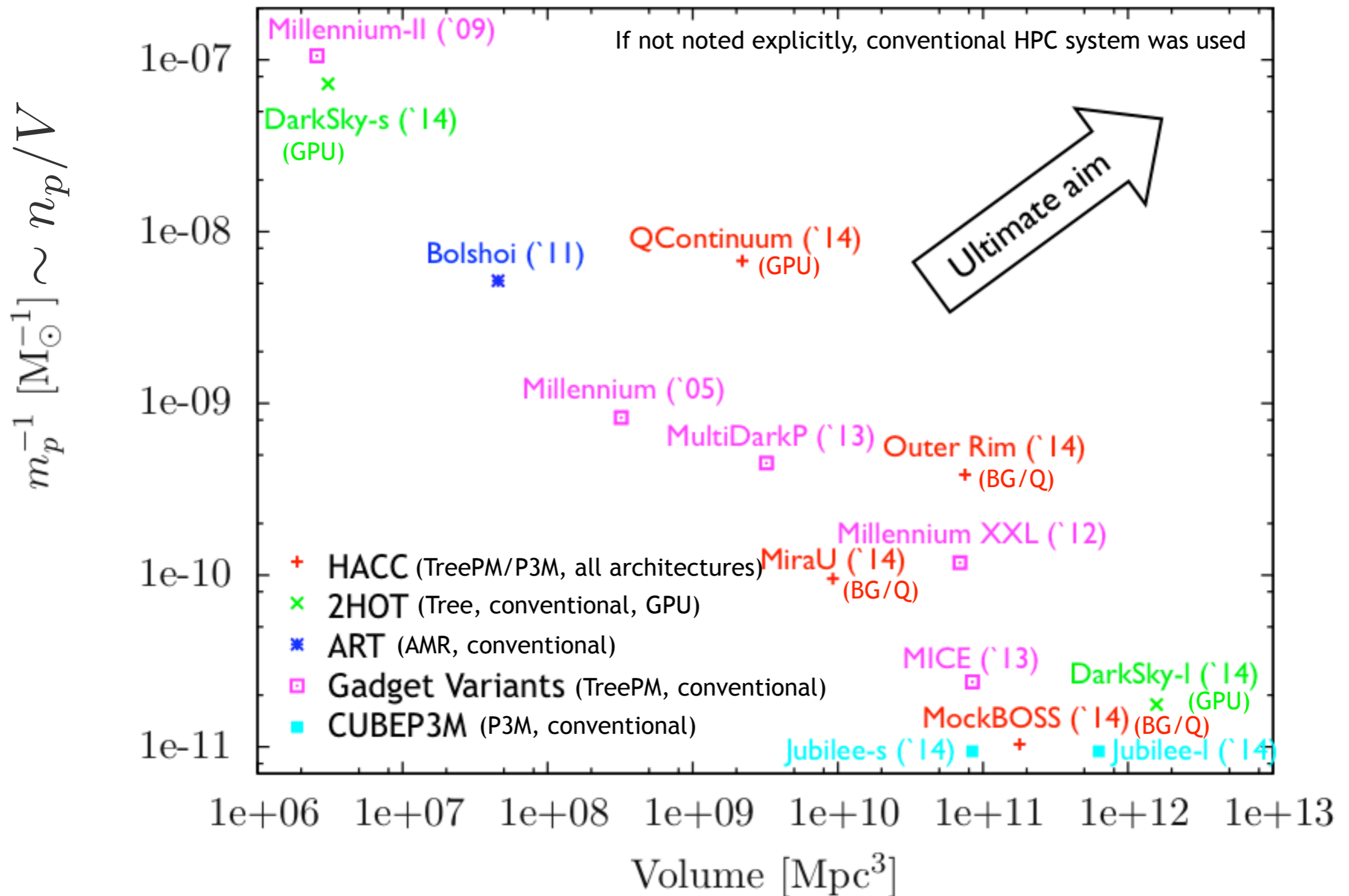
Hydrodynamics Simulation



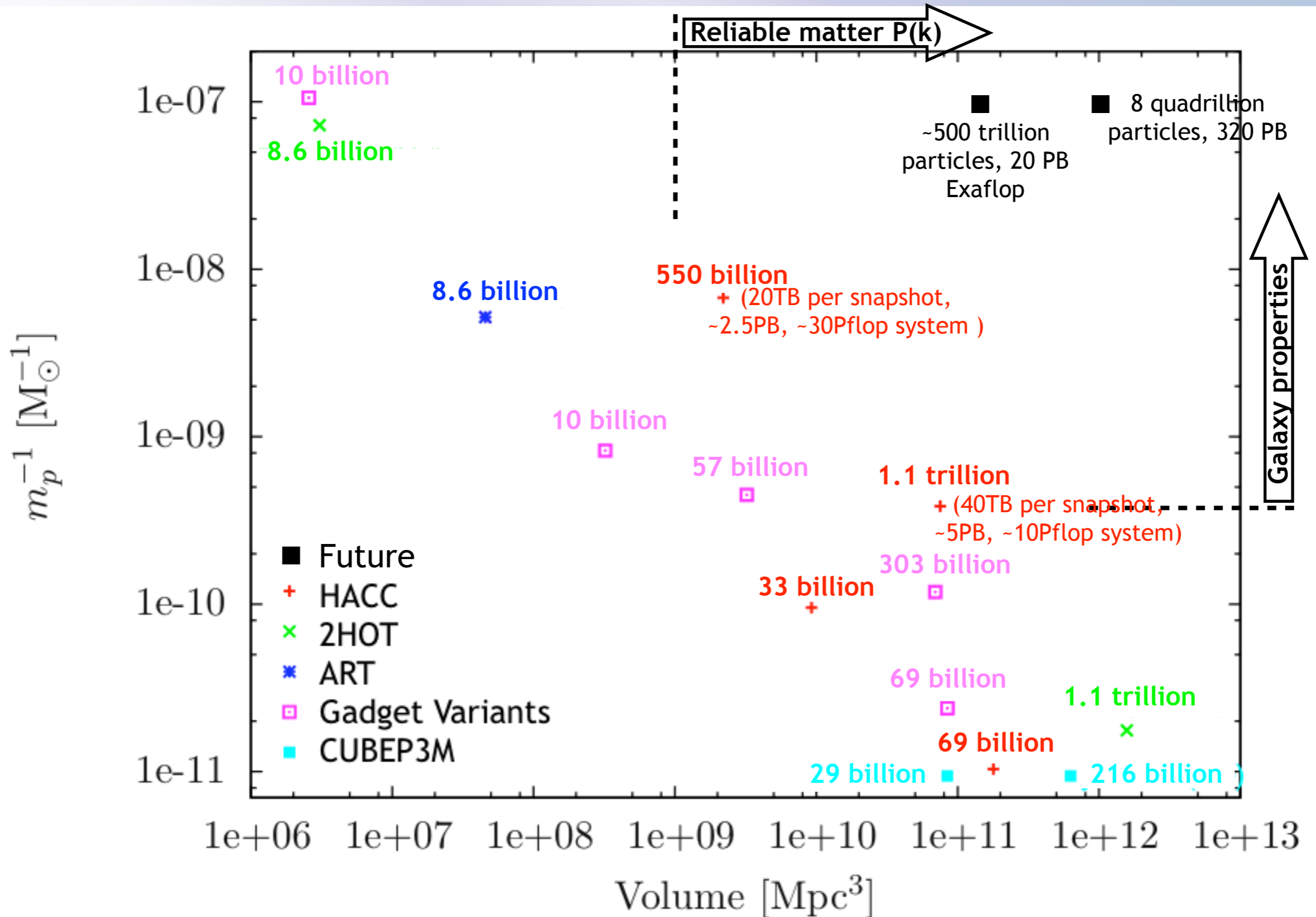
- **Gravity-only simulations:**
 - ▶ Gravity dominates on large scales, solve Vlasov-Poisson equation
 - ▶ VPE is 6-D, cannot be solved as PDE, therefore N-body methods, particles as tracers of the dark matter in the Universe
 - ▶ Different algorithms: tree, particle mesh, mixed implementations
- **Hydrodynamics simulations (include gravity solvers):**
 - ▶ Euler fluid equations, increase of cost at least a factor of 10
 - ▶ Subgrid modeling on the small scales, including SNe, AGN, star formation, radiative cooling
 - ▶ Different algorithms (Lagrangian vs. Eulerian): AMR, SPH, Moving mesh



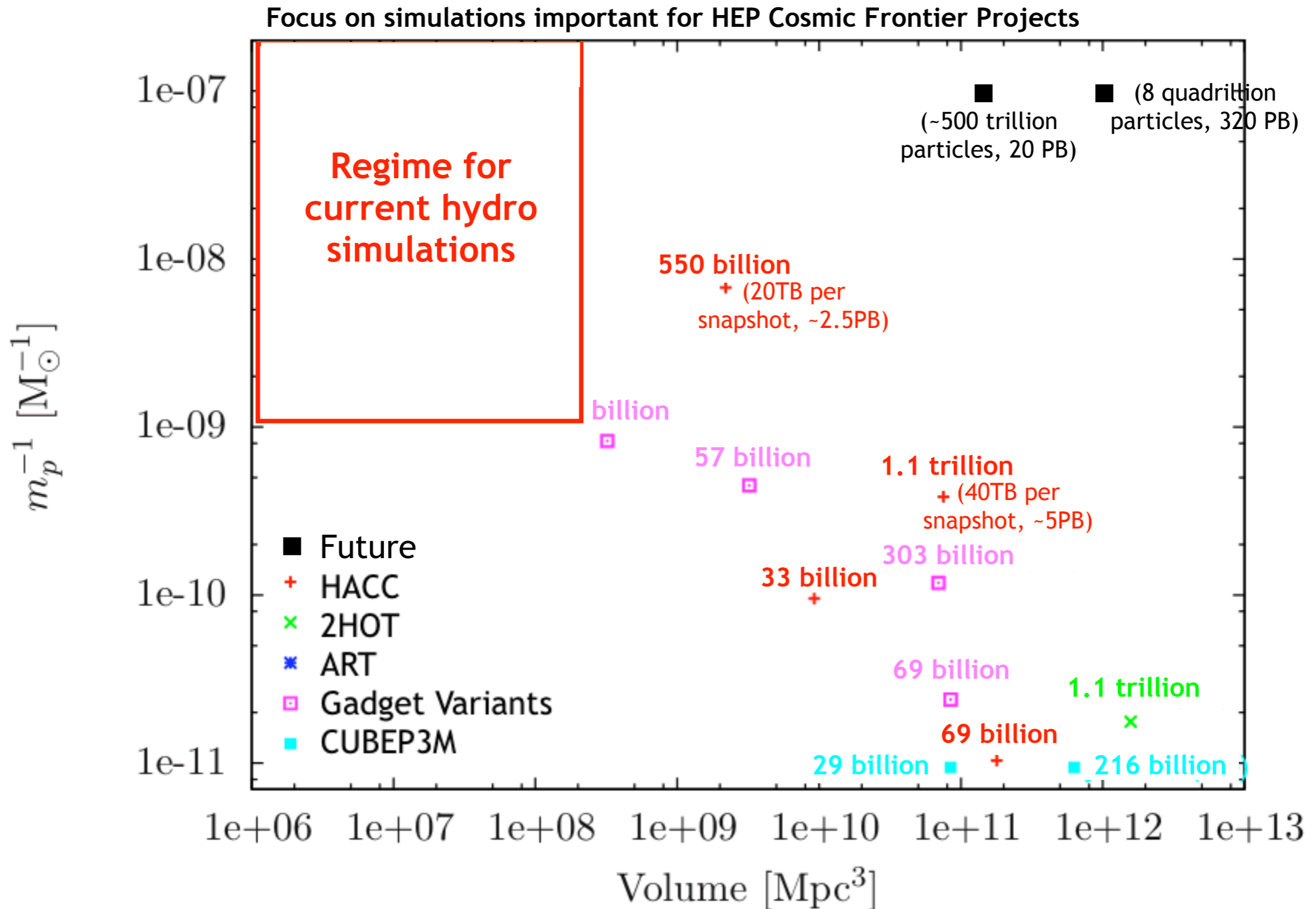
Current State-of-the-Art Simulations, Gravity Only



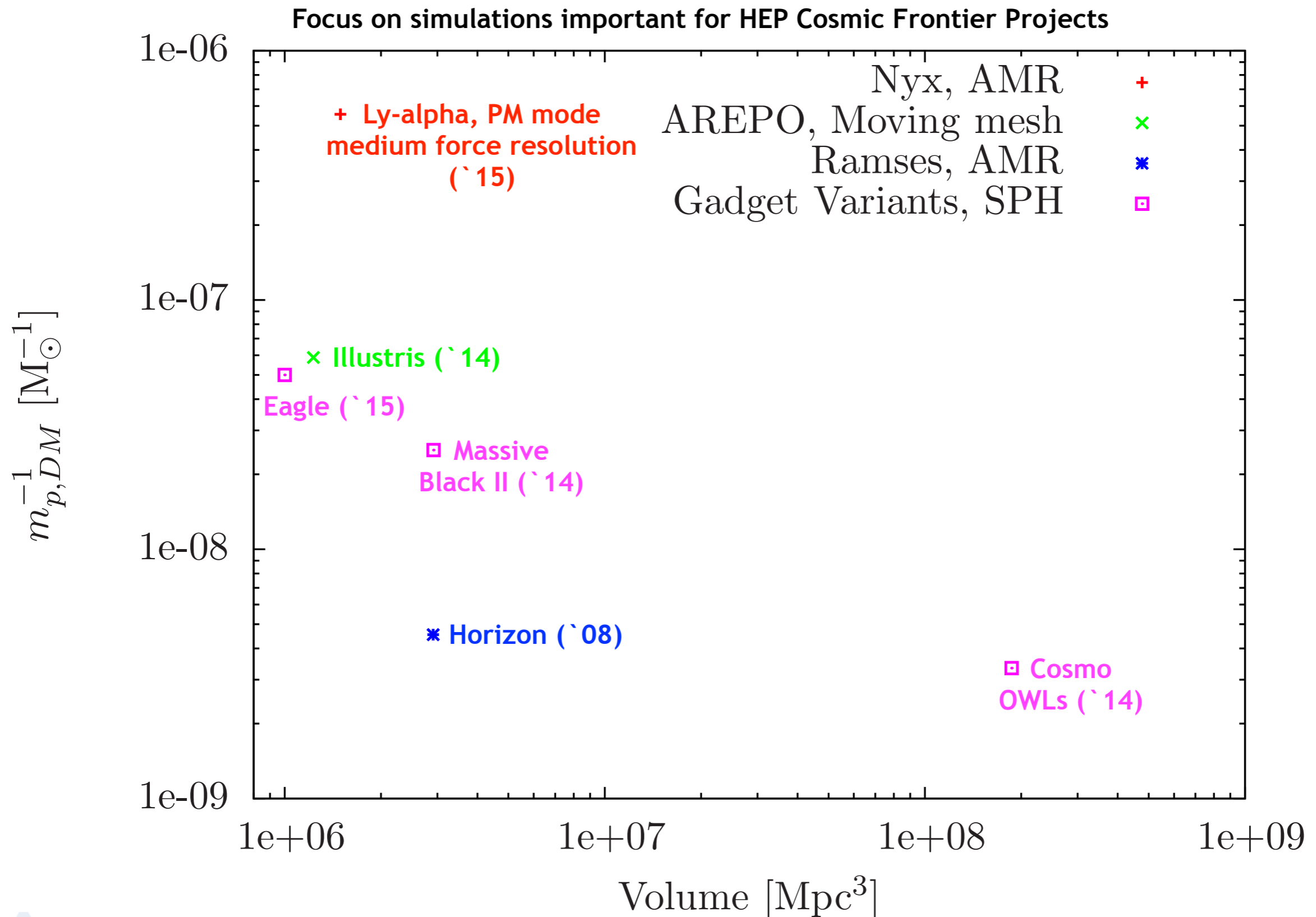
Current State-of-the-Art Simulations, Gravity Only



Current State-of-the-Art Hydro Simulations

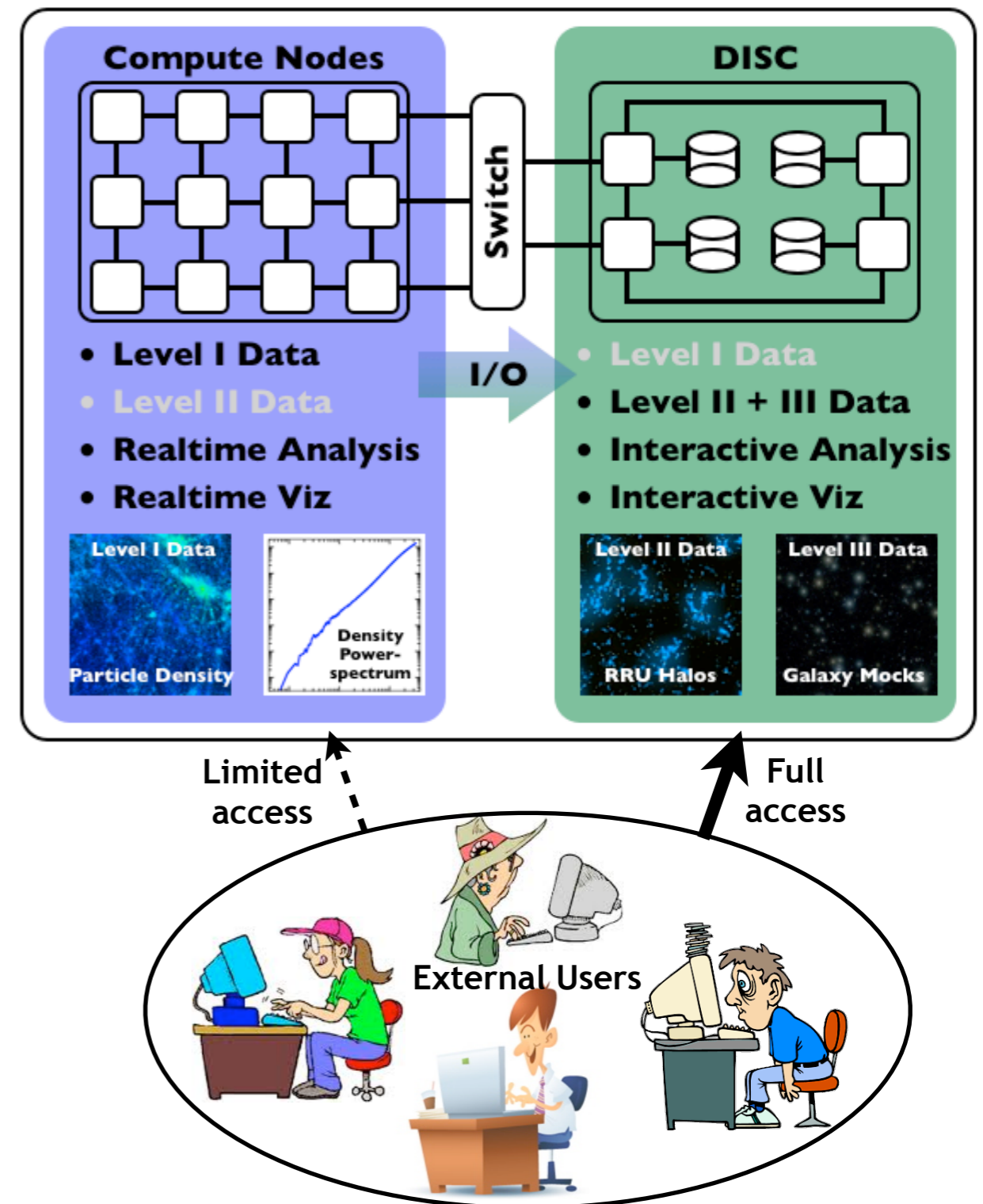


Current State-of-the-Art Hydro Simulations



Analysis Challenges

- Currently simulation data generation is constrained only by storage and I/O bandwidth, ~PB datasets already available
 - *In situ* analysis: Large-scale analysis tasks on the compute platform that require access to raw data (Level I), only feasible if analysis task is well load-balanced
 - *In situ/co-scheduling*: Reduce raw data *in situ* to Level II data; co-schedule analysis of Level II data products
 - *Post-processing*: Analysis of Level II data to generate Level III data
- How can we efficiently share data?
 - Simulation campaigns are carried out at very few places (supercomputer centers)
 - Outputs are very science rich, many people can contribute to the analysis
 - Moving raw data is impractical, analysis often takes a lot of computing power
 - Need for making data *and* analysis opportunity available to the community



Summary and Outlook

- **Gravity-only simulations:**

- ▶ Very important for survey science (synthetic skies), exploration of fundamental physics (dark energy, dark matter, neutrinos)
- ▶ Handful of codes scale well on current LCF machines, will continue to scale in the future; other codes still rely on “standard hardware” (e.g., Gadget-2, publicly available)
- ▶ Example of future code capability: Adaptation to new architectures, scaling to full machine, *in situ*/co-scheduling analysis capabilities (HACC has this now)

- **Hydrodynamics simulations:**

- ▶ Crucial for understanding systematics in up-coming surveys, in particular on small scales
- ▶ Work on porting different codes to future architectures ongoing
- ▶ Uncertainties in subgrid model physics needs to be reduced (better data?)

- **Analysis Challenges:**

- ▶ Data outputs are becoming very large, can only partially be stored
- ▶ *In situ* data analysis capabilities can help, but simulations are very science rich, difficult to anticipate all possible analysis tasks in advance, not all analysis tools scale well
- ▶ Data and tool sharing

